WILD WILD RACING

DRIVERS HANDBOOK

EVERYONE

E

CONTENT RATED BY ESRB

DIGITAL MAYHEM

Rage

Interplay

BY GAMERS. FOR GAMERS.™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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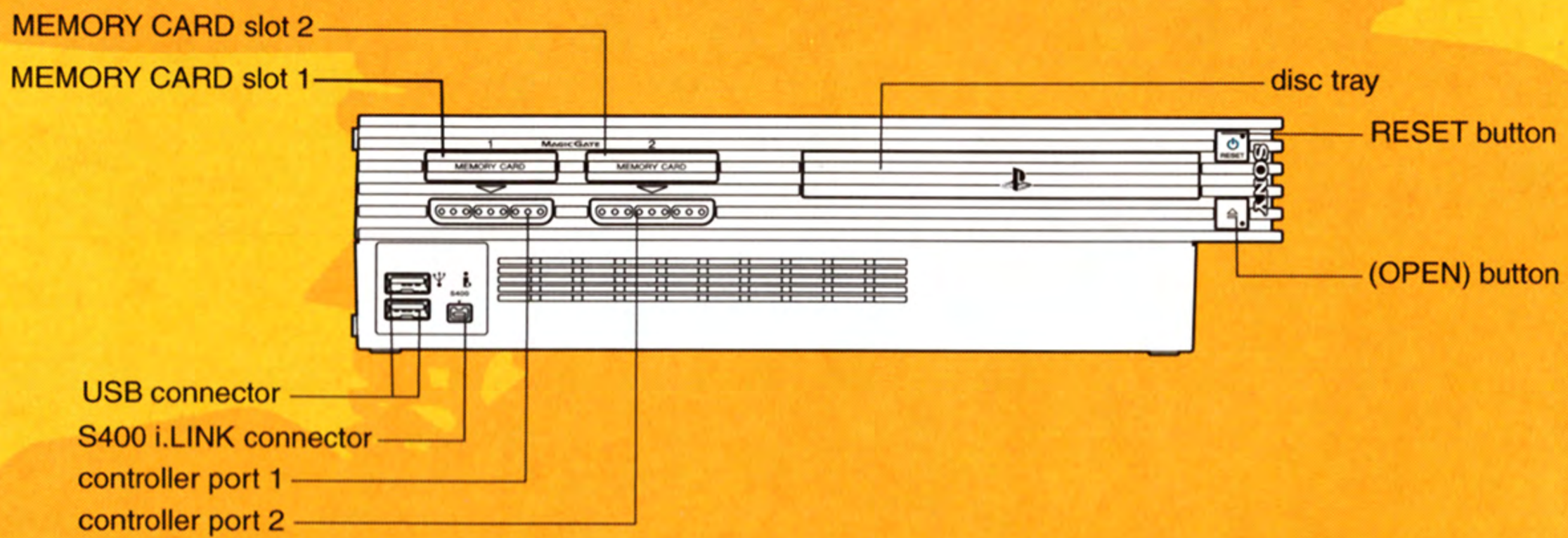
STARTING UP



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Wild Wild Racing disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

GETTING STARTED

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS

INTRODUCTION

The first I heard about these races was a phone call from a friend in Colorado. It seemed that an unknown organisation was financing a series of International Off-Road races and were looking for drivers. My Baja experience got me the job. Unfortunately, my startling lack of success in that race meant that I had to start with the beginner drivers, but that shouldn't present me with any problems.

Arriving for the first heat in Colorado, I was amazed to find the finest and most diverse collection of Off-Road vehicles I'd ever seen. I also noticed a number of shadowy characters watching the racers closely. All had wolf's head logos on their jackets... rumours abounded that these were the financiers of the races, looking for a driver for a new Off-Road racing car, but they were only rumours.

I climbed into my race car, started her up and waited for the green light. Only my driving skills stood between me and victory...

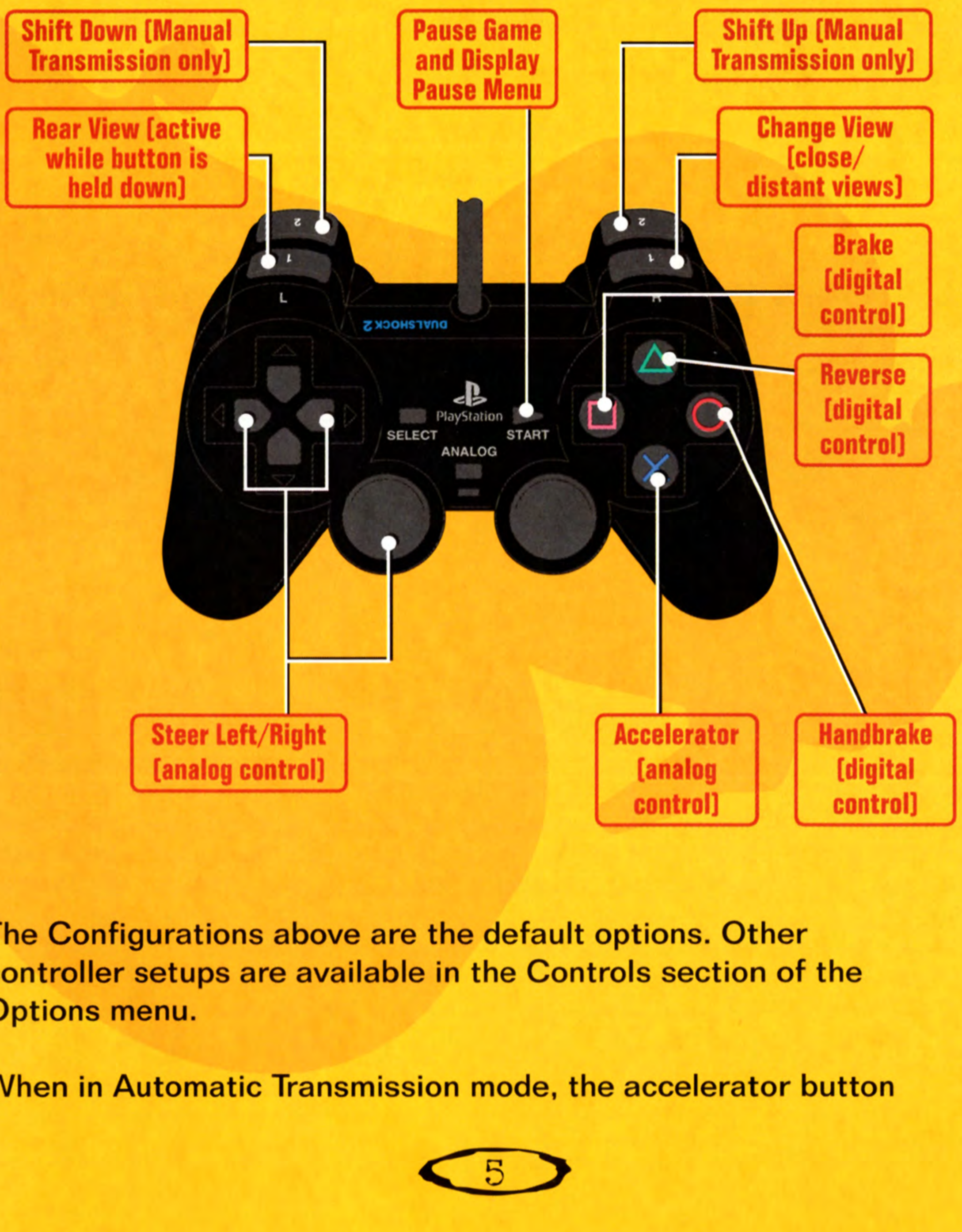
CONTROLS

Wild Wild Racing supports the DUALSHOCK™2 analog controller.

MENU CONTROLS

⬆ or ⬇	Choose Menu Option
⬅ or ➡	Change Menu Option
⊗ button:	Select Menu Option
△ button:	Cancel Menu Option

GAME CONTROLS



The Configurations above are the default options. Other controller setups are available in the Controls section of the Options menu.

When in Automatic Transmission mode, the accelerator button

has an additional function – kickdown. This is useful when you are going up a steep hill and need to change down quickly. To activate the kickdown feature, simply release the accelerator and quickly depress it again.

REPLAY CONTROLS

△ ▢ ○ ✕	Exit Replay Mode
R2	View Next Car
R1	Change Camera View

GAME MODES

Wild Wild Racing features the following game modes. To win the game, you may need to play in several different modes. For example, you will find upon completion of the Beginner Championship that your car is not quick enough to win at Amateur Championship level. You must now play Time Attack or Challenge games to win a car that is suitable for the Amateur Championship.

Your ultimate objective in the game is threefold:

- to achieve first place in the 3 championship seasons (Beginner/Amateur/Pro). Completing championships yields a Trophy and opens the next championship level, including all that level's Time Attacks and Quick Races.

- to win the 5 Time Attack Trophies. Beating the records on one circuit for all of the 3 Time Attack races (uphill, downhill, flat) gives you improved versions of existing cars on Beginner and Amateur mode. Beating these levels at Pro gives you a Trophy for that country.

- to win all 5 Challenge Trophies. All new cars are gained in the Challenges.

QUICK RACE

Quick Race mode allows you to set up any weather/time of day and race in any unlocked cars on any unlocked circuits. At game start three circuits and three cars are available, but as you

complete races in Championship, Time Attack and Challenge modes, extra circuits and cars are opened. Quick Race mode has no direct game function except to allow new lap records to be established.

Quick Race mode allows you to set up the following Times of Day and Weather Conditions:

Morning
Day
Evening
Clear
Rain
Snow (USA and Iceland only)

In addition to affecting visibility, weather conditions have an adverse effect on the driving surfaces.

CHAMPIONSHIP

Wild Wild Racing features three Championship levels (Beginner/Amateur/Pro) that are opened when the previous championship has been won. At game start only the Beginner Championship is available, but new Championships open as you progress through the game.

Championship games consist of 3 sequential races at Beginner level, 4 sequential races at Amateur level and 5 sequential races at Pro level. The differences between championship levels are as follows:

– the number of checkpoints is halved
– opponents use higher performance cars
– there are more cars in the races
– there are more laps in the race
– weather and time of day present more of a challenge

The following points are awarded for completing championship races:

1st place:	8 points
2nd place:	5 points
3rd place:	3 points
4th place:	2 points
5th place:	1 point
6th place:	0 points

These points are totalled at the end of each race and the driver with the most points at the end of the championship is deemed the winner. If you complete a championship in first, second or third place then you are awarded a trophy. Winning a gold trophy allows you to progress to the next Championship level.

TIME ATTACK

Time Attack mode allows you to race solo against a predetermined record in any unlocked cars on any unlocked circuits. Time Attack mode is split into three types of race: uphill, downhill and flat.

This means that there are 3 Time Attacks for each country at each championship class. The awards for these races are as follows:

Beat all 3 USA Time Attacks at Beginner or Amateur level – Double Moon is upgraded to next level
Beat all 3 India Time Attacks at Beginner or Amateur level – Typhoon is upgraded to next level
Beat all 3 Iceland Time Attacks at Beginner or Amateur level – Demon is upgraded to next level
Beat all 3 Mexico Time Attacks at Amateur level – Kemono is upgraded to next level
Beat all 3 Time Attacks in any country at Pro level – the trophy for that country is awarded

Note: you must have won the Kemono car in the Kemono Challenge to receive an upgraded version from the Mexico Time Attacks.

CHALLENGE

Challenge mode allows you to race against the clock to win new cars, upgrades to these cars and ultimately to win challenge trophies. Each Challenge Mode game consists of three different tasks:

In **Quest Mode** you must drive solo around a standard racecourse and collect letters hidden in the level that make up the name of the car before your time runs out. There are no restrictions on the order these letters are collected. Beating a Quest Challenge wins the Challenge car.

In **Skill Mode** you must push a ball across an obstacle course and though a goal within a specified time period. Beating a Skill Challenge wins a new engine for the challenge car.

In **Stunt Mode** you must drive across an extreme course and get to a checkpoint within a specified time period. Beating a Stunt Challenge allows you to progress to the next challenge (if the appropriate Championship level has been reached).

You can use any car in a Quest challenge (even pro class cars) while Skill and Stunt challenges must be played with the challenge car. All tasks have three time bands that correspond to Gold, Silver and Bronze awards. Achieving gold in all three tasks results in the award of a Challenge Trophy.

New Challenges open up when the appropriate Championship level has been reached and the previous Challenge has been completed as follows:

Kemono Challenge – available at Beginner Championship level
Mud Blaster Challenge – available at Amateur Championship level and upon completion of the Kemono Challenge
Griffon Challenge – available at Amateur Championship level and upon completion of the Mud Blaster Challenge
Black Lightning Challenge - available at Pro Championship level and upon completion of the Griffon Challenge
Behemoth Challenge - available at Pro Championship level and upon completion of the Black Lightning Challenge

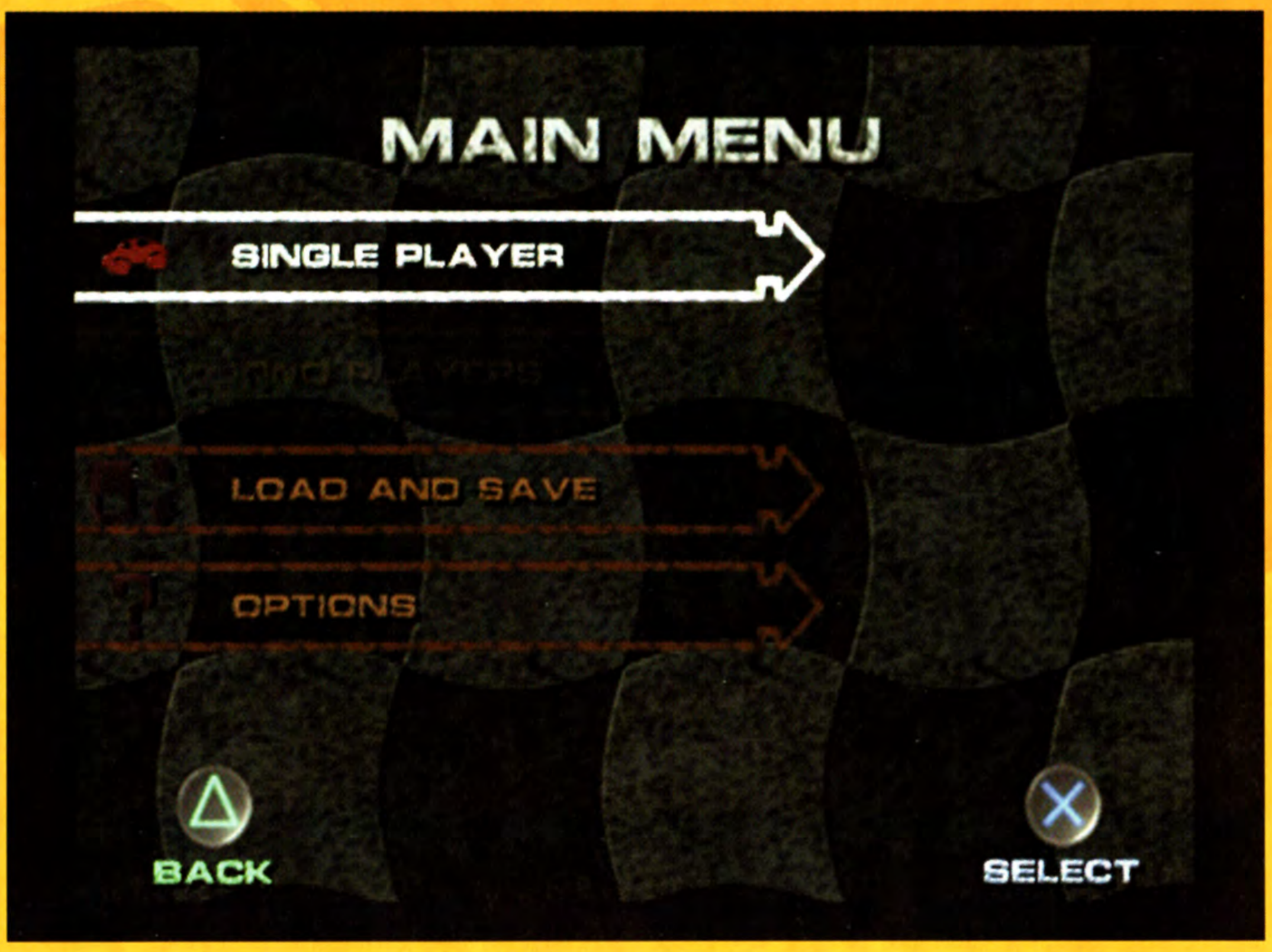
MENUS

When navigating the menus, use the ⬆ or ⬇ Directional buttons to choose a menu option and press the ⊗ button to select the highlighted option. Press the ⬅ or ➡ Directional buttons to change the highlighted option. Pressing the △ button at any stage will take you back to the previous menu.

When Wild Wild Racing is started the intro movie will play. This may be skipped at any stage by pressing the ⊗ button. When the movie ends, the first screen you will see is the Title Screen. Press the START button to enter the Main Menu.

THE MAIN MENU

The Main Menu consists of the following options:



Single Player – play single player game
Two Players – play two player split screen game
Load and Save – load or save games
Options – change control and sound settings and view records and trophies

SINGLE PLAYER

Selecting Single Player in the Main Menu starts a new game. If

you have loaded previously saved game data from a memory card (for PlayStation®2) then this option allows you to continue with your saved game.

The screens you will encounter as you set up a single player game are as follows:

1. Name Entry – enter your name using the Directional buttons. This name is used to identify lap and race records and can be up to 8 characters in length. Press the ⊗ button to confirm your selection and progress to the next screen.

Note: if at any stage you wish to change this name you can return to the Name Entry screen by pressing the △ button in the Game Select screen.

2. Game Select – choose your game mode from the four options available. See the **Game Modes** section of this manual for full details of the four Game Modes that are available.

3. Race Setup – set up specific details of the race you wish to take part in. This varies with Game Mode and is covered in the **Game Modes** section of this manual.

4. Car Select – choose the car you wish to race in. At game start only three cars are available, but more become available as you complete Challenge games. The left-hand side of the screen contains status bars indicating maximum speed, acceleration and handling. As Time Attack and Challenge games are completed, more powerful engines are fitted to these cars. The upgrade status is color coded in the status bars: green is Beginner level, yellow is Amateur level and red is Pro level.

Press the ⬅ and ➡ Directional buttons to move between the available cars and make your selection between automatic or manual transmission by pressing the ⬆ and ⬇ Directional buttons. Press the ⊗ button to begin the race.

See the **Cars** section of this manual for full details of the different cars available.

TWO PLAYERS

Selecting Two Players from the Main Menu allows you to take

part in two player split screen races. Car and circuit availability are as in the Quick Race mode. Circuits and cars may be changed between races and a running score is kept for as long as the game remains in two player mode.

The menus you encounter as you set up a two player game are identical to those in the Quick Race mode apart from the car selection screen which is entered twice to set up cars for player 1 followed by player 2.

LOAD AND SAVE

Selecting Load and Save from the main menu allows you to load a previous game or to save your current game to a memory card (for PlayStation®2). See your PlayStation 2 instruction manual for full details of how to use memory cards.

It is important that you remember to save your game before you switch off your PlayStation 2. If you do not then your progress and records will be lost.

OPTIONS

Selecting Options from the main menu takes you to the Options menu. This consists of the following:

Controls – select this option to change your control setup and switch vibration on/off. If two controllers are connected, then you will be able to modify each controller individually. This screen also contains an option to allow you to switch slow car boost on/off. This option only affects the two player game and boosts the performance of the car in second place, making for a more exciting race when one player is better than another.

Sound – select this option to set music/sound effects volume

and output and listen to audio tracks.
Records – select this option to view all race, lap and Time Attack records and to view your trophy cabinet.
Reset Options – select this option to return all game options to the default settings.

THE PAUSE MENU

If you press the pause button at any stage during the game then the game is paused and the Pause Menu is displayed. This consists of the following:

Continue – exit from pause mode and return to the race
Restart (in all modes except Championship mode) – restart the race
Sound – Allows you to change music and sound effects levels and to set output type.
Exit – exit to the Race Setup screen

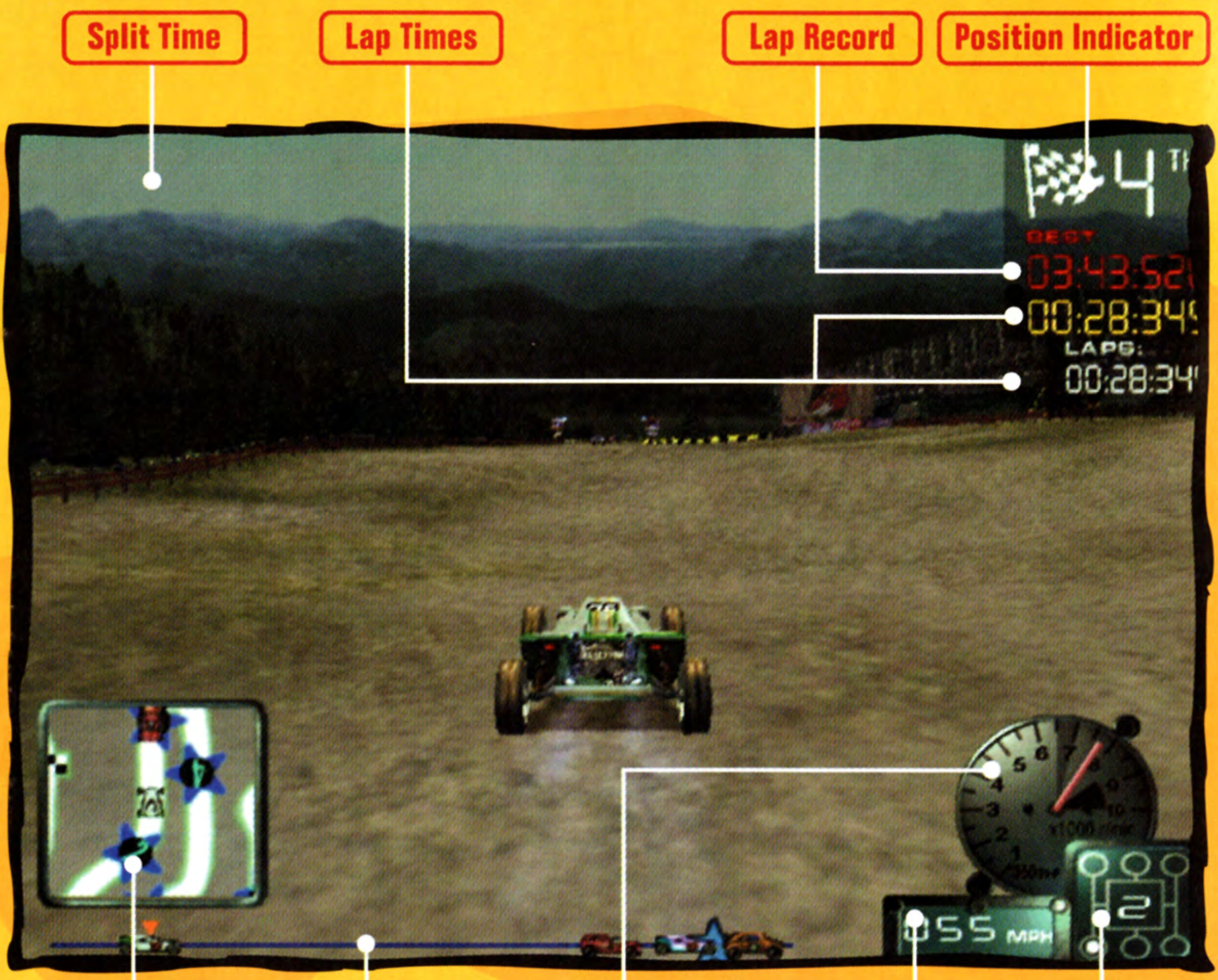
THE RACE END MENU

When a race, time attack or challenge ends, the race result screen is displayed. Pressing the ⊗ button then takes you to the Race End menu. This may contain the following, depending on race mode:

Next Stage – (only appears at the end of a Championship race) select this option to progress to the next race in the Championship.
End – (only appears at the end of a Championship race) – select this option to end the Championship.
Restart (does not appear in Championship mode) – select this option to re-attempt the game.
Exit – select this option to exit the current game mode and return to the Game Select screen.

SCREEN DISPLAY

The screen display consists of the following:



Position Indicator
A readout of your current position.

Split Time
When you pass a checkpoint in race mode, a split time is displayed here indicating how your split time compares to the race leader. If you are the race leader then the split time is not displayed.

Lap Times

A display of your total elapsed race time with your lap times listed below. During Challenges and Time Attacks, this lap data is replaced by a display of your elapsed time.

Lap Record

A display of the lap record for the current circuit. During Time Attacks or Challenges, the lap record is replaced by a display of the Time Attack record or Challenge time bands.

Rev Counter

A display of your current engine RPM. The red marker indicates the peak RPM, the grey marker indicates the point at which gear changes will occur in cars with automatic transmission.

Speed Display

A display of your current speed in km/h.

Gear Indicator

The current gear that you are in.

Race Position Bar

A display of the current position of each of the cars in the race in a linear bar form. The left hand side of the bar represents the start of the race and the right hand end of the bar represents the finish of the race. Checkpoints (stars) and opponent cars are displayed at a different scale on the Race Position Bar to allow you to see this information in greater detail.

Map Display

The Map Display contains a diagram of the track, allowing you to see the shape of the circuit ahead, the position of checkpoints and the location of shortcut routes. Checkpoints are represented as blue stars on this map, with their number written in the center of the star. Your car and those of your opponents also appear on this display.

DRIVING TIPS

GENERAL DRIVING

When driving normally, smooth control is the key to winning. Avoid sudden control inputs and steer with gentle progressive inputs.

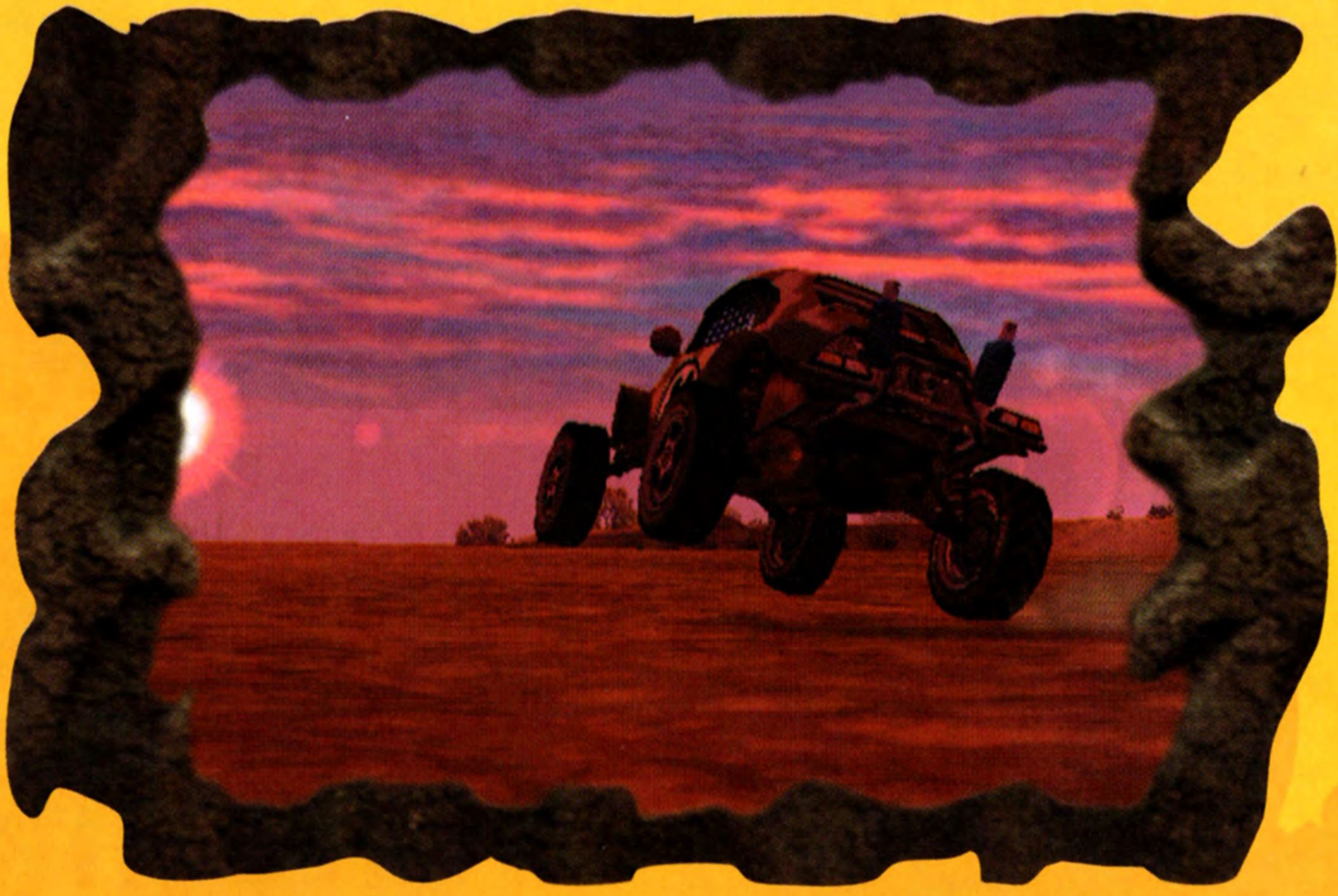
Always take the best racing line through corners, even when powersliding – the best racing line allows higher speed cornering due to its higher turn radius. The best racing line for a right hand corner would be to approach the corner on the left hand side of the track and cut across the track as you take the corner, getting as close as you can to the right hand side at the apex of the corner. After you have reached the apex, the exit from the corner

should take you back out to the left hand side of the track.

In circuit-based racing games, the only obstructions to taking the best line are the opponent cars. Wild Wild Racing is different since surface conditions and objects may block the best line. You will need to make quick decisions to find the best lines in these circumstances.

POWERSLIDING

Wild Wild Racing often requires you to carry out sharp cornering on slippery surfaces. To successfully negotiate sharp corners you will need to learn how to powerslide. To carry out a powerslide,



lock your back wheels by applying the handbrake and steer gently in the direction you wish to slide.

For moderate cornering, a quick burst of handbrake followed by gentle steering will put the car into a gentle slide. You should be aiming to face down the track when the wheels bite again.

For hard cornering, a more extreme approach is required. Approach the corner at high speed, apply the handbrake at the last minute, steer hard in the direction of the turn, release the handbrake and immediately come back onto the power. Your car will swing into the corner and will continue to slide around the corner until speed and/or surface conditions allow your tires to grip again. To reduce your level of slide through the corner, you should apply steering in the opposite direction to your turn.

Note: if you apply handbrake and do not steer, natural surface or gravity effects will tend to pull your car in one direction or the other.

USING SHORTCUT ROUTES

The player who drives steadily and takes advantage of the shortcut routes will win every time. Some shortcuts are more challenging than the standard race line and some are easier.

Some give little reward and some give great reward for little effort. It is up to you to find which are which and which ones suit your driving style and/or your car. Use the Time Attack mode to discover which routes are the quickest – you don't need to race a full lap which means that there is less room for error.

JUMPS

Since Wild Wild Racing takes place predominantly off-road, there are a multitude of lumps and bumps on the landscape that must be negotiated. The best tactic is to avoid them altogether but often you may be forced over a jump.

The key to successfully negotiating a jump is to hit them so that you are aligned with the peak of the jump. If you leave the ground after a rotation has been imparted to your car, you will continue to rotate in mid-air and will land on your side or even your roof. You will then lose valuable time as your car is re-positioned on the track.

USING ROAD SURFACES

Different road surfaces will cause your car to handle in different ways. Tarmac surfaces allow you to take sharper corners and makes your car more sensitive to control inputs while driving on loose dirt or gravel surfaces will require you to powerslide around virtually every corner.

The most extreme surfaces you will encounter are oil or ice but many levels feature patches of mud that slow you down. Sometimes these surfaces are present on shortcut routes but the general rule is to avoid these types of surface if possible.

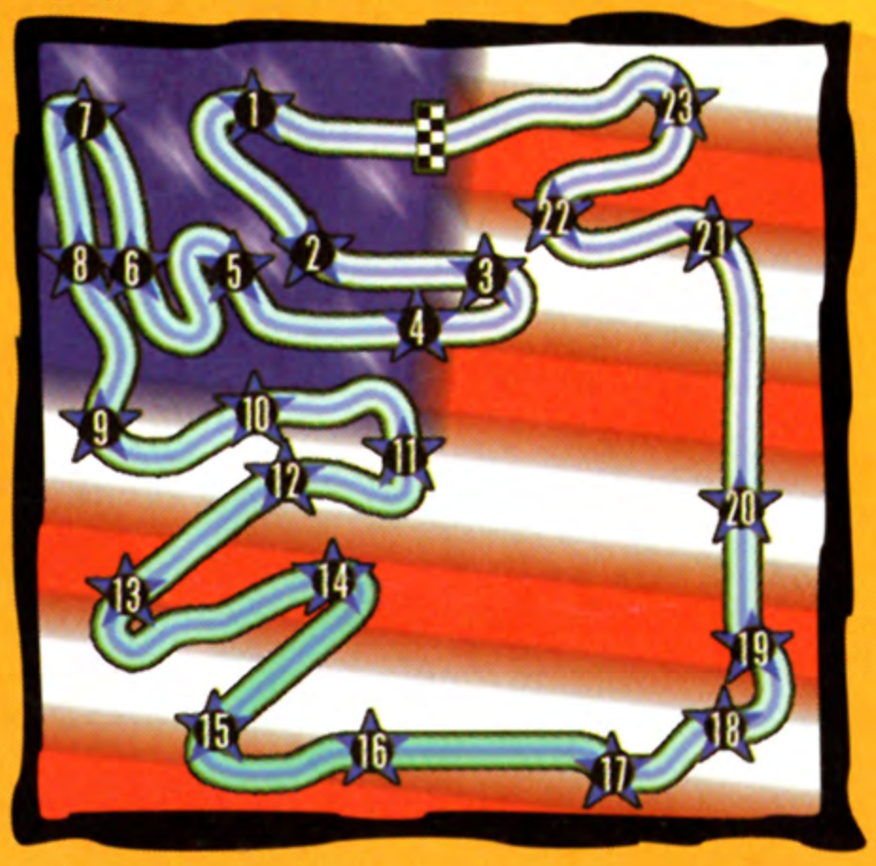
CIRCUITS

Wild Wild Racing takes place in five countries. Three of the countries are available at game start, with the remainder being progressively opened as you complete championship games. Races are played over 1, 2 or 3 laps in Beginner, Amateur and Pro modes respectively.

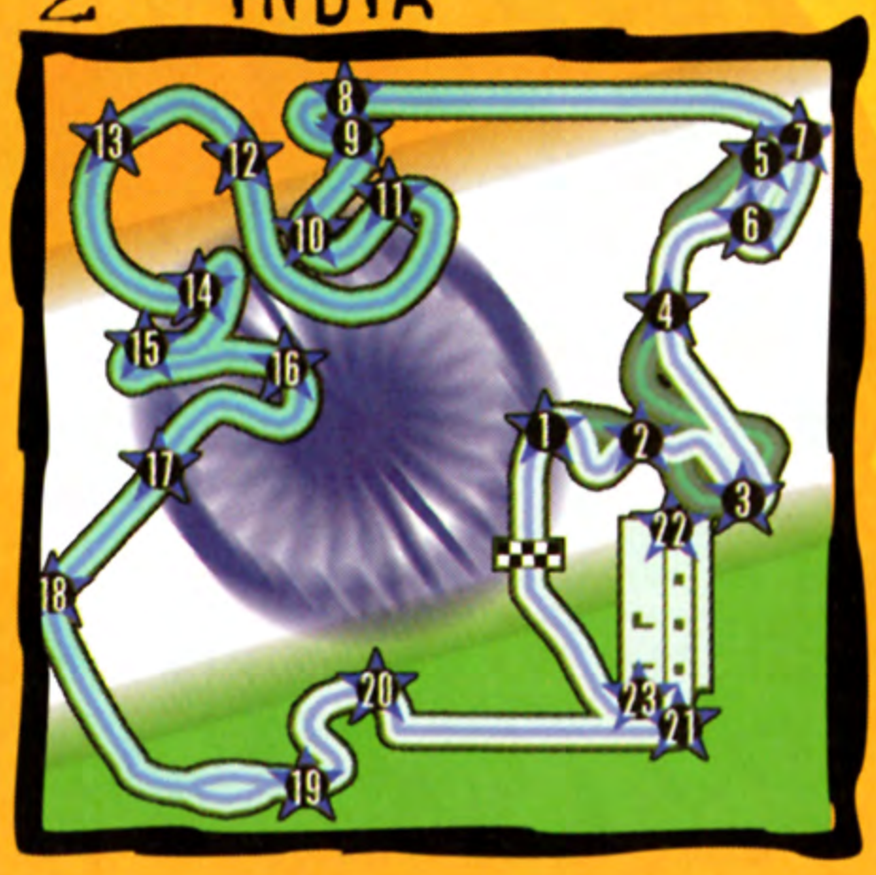
As you progress though Championship levels, the number of checkpoints is halved. This results in shortcut routes opening up that create three possible configurations for all circuits except Mexico, which has two and Australia, which has one. The layout of these circuits are as follows:

BEGINNER LEVELS

1 - USA



2 - INDIA

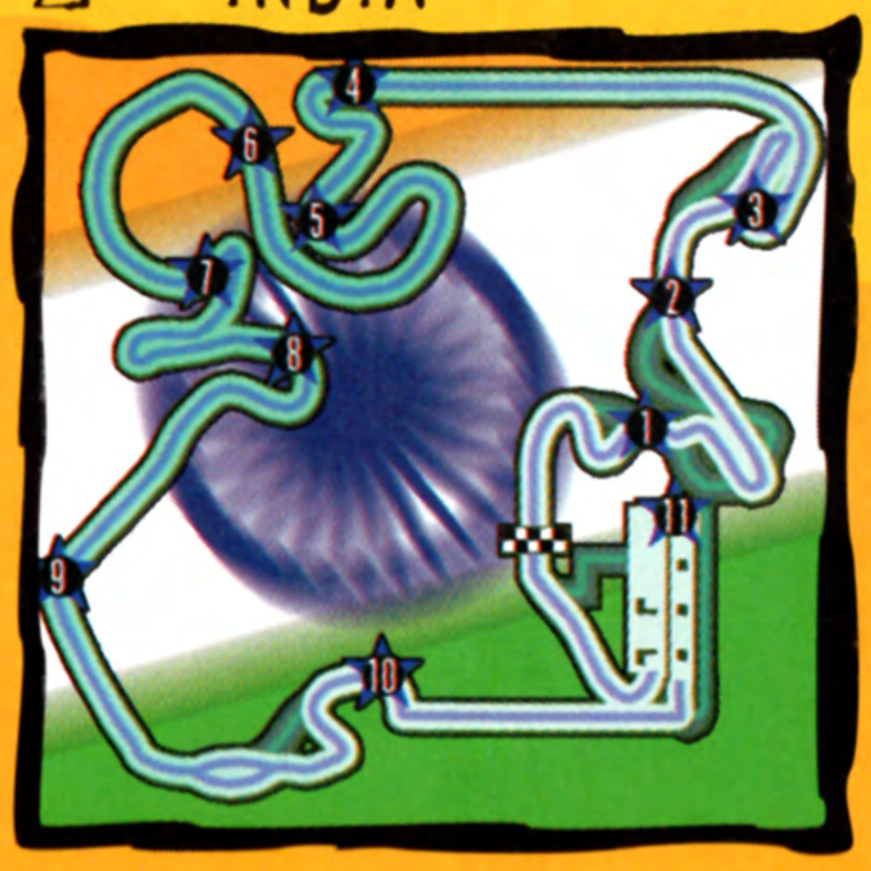


3 - ICELAND

AMATEUR LEVELS

1 - USA

2 - INDIA



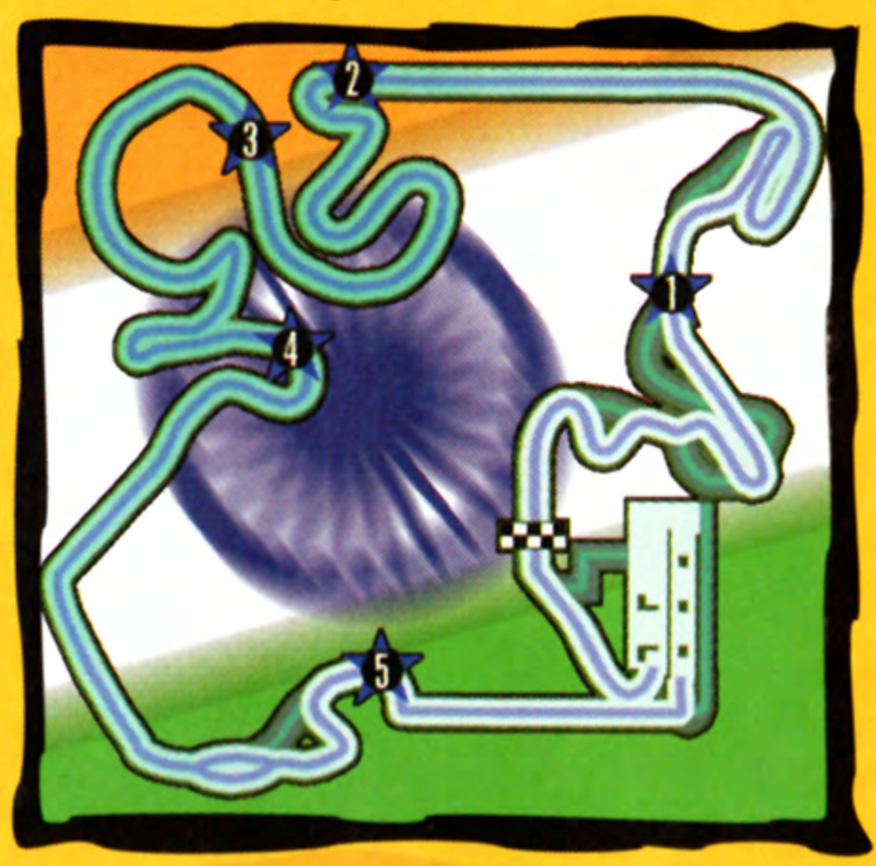
3 - ICELAND

4 - MEXICO

PRO LEVELS

1 - USA

2 - INDIA



3 - ICELAND

4 - MEXICO

5 - AUSTRALIA

DOUBLE MOON

DOUBLE MOON

Type: Heavily modified stock car
Manufacturer: Adva Engineering
Origin: USA
Maximum speed: Good
Acceleration: Good
Handling: Average
Engine: 4 cylinder 2000cc, three tuning options:

Beginner: 150 BHP
Amateur: 250 BHP
Pro: 350 BHP

The Double Moon's appearance is deceptive – its stock bodyshell hides a chassis that has been rebuilt for short endurance racing. Its streamlined body leads to a good high speed performance but its high centre of gravity can have a negative effect on handling.

TYPHOON

Type: Custom built car
Manufacturer: Burgos Racetech
Origin: India
Maximum speed: Average
Acceleration: Very good
Handling: Average
Engine: 8 cylinder 3500cc, three tuning options:

Beginner: 250 BHP
Amateur: 350 BHP
Pro: 450 BHP

The Typhoon is constructed from welded tubular steel with aluminium sheet panelwork. Its draggy lines when combined with its extremely powerful engine lead to good acceleration but a relatively low maximum speed.

DEMON

DEMON

Type: CUSTOM BUILT CAR
Manufacturer: FLEET RACING CARS
Origin: ICELAND
Maximum speed: AVERAGE
Acceleration: AVERAGE
Handling: VERY GOOD
Engine: 6 CYLINDER 2500CC, THREE TUNING OPTIONS:

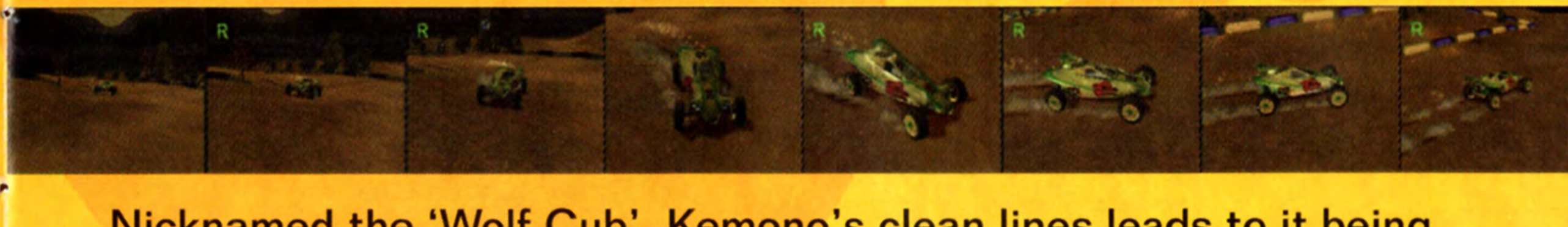
BEGINNER: 200 BHP
AMATEUR: 300 BHP
PRO: 400 BHP

Demon is the lightest car in the competition. Like the Typhoon, it is based around a tubular frame structure with sheet panels to improve aerodynamics. Unlike the Typhoon, however, it is constructed primarily out of aluminium, making it extremely light and giving it good acceleration.

KEMONO

Type: CUSTOM BUILT CAR
Manufacturers: ROWLA RACE ENGINEERING/VFR RACETECH
Origin: UK/JAPAN
Maximum speed: VERY GOOD
Acceleration: POOR
Handling: GOOD
Engine: 4 CYLINDER 2000CC, THREE TUNING OPTIONS:

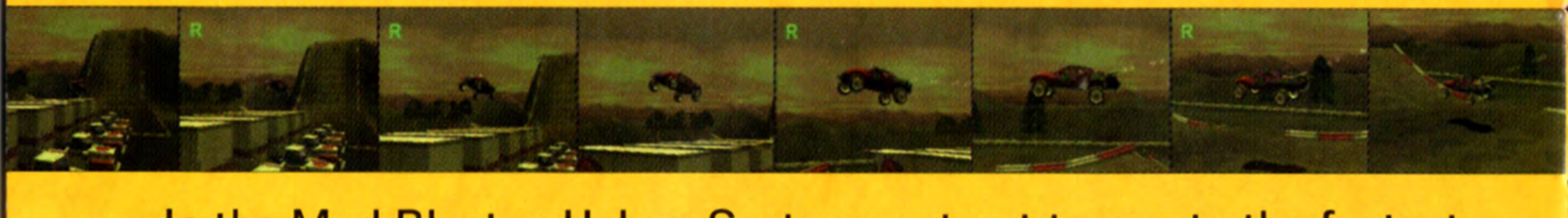
Beginner: 150 BHP
Amateur: 250 BHP
Pro: 350 BHP



Nicknamed the 'Wolf Cub', Kemono's clean lines leads to it being one of the fastest cars in the competition. Due to its heavy construction, however, lighter and more powerful cars tend to have the edge over it in acceleration and handling. The key to driving the Kemono is to keep it moving and avoid collisions at all costs.

MUD BLASTER

Type: MODIFIED PRO RACING CAR
Manufacturer: HALRON SYSTEMS
Origin: MEXICO
Maximum speed: VERY GOOD
Acceleration: AVERAGE
Handling: AVERAGE
Engine: 8 CYLINDER 3500CC, TWO TUNING OPTIONS:
AMATEUR: 350 BHP
PRO: 450 BHP



In the Mud Blaster, Halron Systems set out to create the fastest car they could by replacing some of the major elements of a Baja race car with lighter high-tech components. However, these weight reduction measures have resulted in a slight decrease in handling when compared to more dedicated cars.

GRIFFON

Type: MODIFIED PRO RACING CAR
Manufacturer: ADVA ENGINEERING
Origin: USA
Maximum speed: AVERAGE
Acceleration: GOOD
Handling: GOOD
Engine: 6 CYLINDER 2500CC, TWO TUNING OPTIONS:
AMATEUR: 300 BHP
PRO: 400 BHP

Like the Mud Blaster, the Griffon is an ex-Baja race car that was modified for short duration racing. Like the Mud Blaster, it retains the suspension and drive train of the Baja race car which degrades its performance when compared to purpose built short endurance racing cars.

BLACK LIGHTNING

Type: MODIFIED PRO RACING CAR
Manufacturer: BURGOS RACETECH
Origin: INDIA
Maximum speed: GOOD
Acceleration: AVERAGE
Handling: GOOD
Engine: 4 CYLINDER 2000CC, TWO TUNING OPTIONS:
Amateur: 250 BHP
Pro: 350 BHP

The Black Lightning is an ex-professional race car that was modified by Burgos Racetech for short duration racing. It retains much of the original race car which gives it good handling properties, but its robust construction degrades acceleration when compared to custom built cars.

BEHEMOTH

BEHEMOTH

Type: HEAVILY MODIFIED STOCK CAR
Manufacturer: VILBEL RACETECH
Origin: AUSTRALIA
Maximum speed: GOOD
Acceleration: VERY GOOD
Handling: POOR
Engine: 8 CYLINDER 3500CC, TWO TUNING OPTIONS:
Amateur: 350 BHP
Pro: 450 BHP

Under its tough looking exterior, the Behemoth has a lightweight structure. The power of the Behemoth's engine gives it breathtaking acceleration and top speed, but its lightweight suspension and chassis severely degrade its handling. This makes it suitable for only the most experienced drivers.

WILD WOLF

Type: CUSTOM BUILT CAR
Manufacturers: ROWLA RACE ENGINEERING/VFR RACETECH
Origin: UK/JAPAN
Maximum speed: VERY GOOD
Acceleration: VERY GOOD
Handling: VERY GOOD
Engine: 6 CYLINDER 2500CC, TWO TUNING OPTIONS:
PRO: 400 BHP
SPECIAL: 550 BHP

Not much is known about the Wild Wolf vehicle, other than it has been designed from the outset to be fast, lightweight and agile. Rumours abound that the Wild Wolf uses materials and engineering technology that are more suited to Formula One than to off-road racing.

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- Platform
- A description of the problem you're having

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Brian Fargo
C.E.O.

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